EAST SEARCH

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L#	Hits	Search String	Databases
L1	95	(collision and triangle).ab.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB
L2	37	5694013.uref.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB
L3	12	2 and triangle	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB
L4	7	5973678.uref.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB

Results of search set L1:

Patent	Title	Date	Class
WO 9211165 A1	BEARING STRUCTURE FOR THE BODYWORK OF A PASSENGER CAR	19920709	
US 6441816 B1	Method for modeling and rendering complex surfaces using local height maps	20020827	345/420
US 6305819 B	Battery-operated illuminating warning device e.g. for pedestrians in low visibility has circuit board mounted light emitting diodes inside a transparent casing and inner tube with battery compartment	20011023	
US 6064332 A	Proportional Guidance (PROGUIDE) and Augmented Proportional Guidance (Augmented PROGUIDE)	20000516	342/62
US 4952910 A	Guided missile system using proportional guidance, provides optimal guidance law to solve linear quadratic regulator control problem and to minimize deviations from collision triangle over homing flight period	19900828	340/473
US 5071188 A	Tetrahedral colliding beam nuclear fusion	19911210	296/205
US 5572634 A	Method and apparatus for spatial simulation acceleration	19961105	345/419
US 5825836 A	Frame structure for an end region of a motor vehicle	19981020	376/107
US 6064332 A	Warning triangle for motor vehicles	20000516	
US 20030117397 A	Virtual reality files generating method, involves analyzing data of three-dimensional model to generate virtual reality files including collision detection	20030626	
US 20010054814 A1	Impact absorbing member and head protective member	20011227	280/751
SU 759381 B	Energy-absorbing steering wheel for vehicle - has two equi-side triangles with common base with set height ratio	19800905	
SU 1493059 A	Explosive magnetic generator for converting chemical to electromagnetic energies - has current conducting ring with internal cylindrical surface positioned on internal conductor	19911130	
SU 1451728 A	Marine navigation plotting disc - has sets of scales, slots and cursors for setting courses and bearings	19890115	

Patent Number	Title	Date
SU 1299892 A	Ship living quarters noise and vibration damper - has one upper and two lower	19870330
RU 2172686 C	vibration insulating blocks with vertical axles and inclined respectively	20010827
RU 2025259 C	Safe body of bus	
RD 439041 A	Workpiece surface finisher and strengthener - has angled corrugated plates on	19941230
KR 200301576 A	inner walls of container, able to vibrate and spring-loaded	20001110
KR 200015723 A	A method for chambering side impact airbags	20030225
KR 2001076531 A	Structure of member for buffering impact at rear-end collision of vehicle	20010816
JP 62039371 A	Air bearing structure for head slider of hard disk drive	19870220
JP 62021916 A	CAR BODY STRUCTURE	19870130
JP 61158301 A	BREAKWATER DEVICE	19860718
JP 61055254 A	FRESNEL LENS	19860319
JP 61025995 A	Cloth creping process - using high pressure non-pillar form water flow	19860205
JP 60131377 A	TURBO-MOLECULAR PUMP	19850713
JP 55094863 A	STRUCTURE OF REAR BODY OF CAR	19800718
JP 411341777 A	AUTOMOBILE	19991210
JP 411321723 A	SPINDLE MOTOR, AND DISC DRIVE USING THE SAME	19991124
JP 2003291884 A	FRONT STRUCTURE OF BUS	20031015
JP 2003205855 A	IMPROVED SAFETY STRUCTURE OF MOTOR BOAT BOW	20030722
JP 2003132499 A	FRONT PART STRUCTURE OF VEHICLE BODY	20030509
	AIRPLANE POSITION DISPLAY METHOD IN DISPLAY DEVICE FOR AIR	
	TRAFFIC CONTROL	
JP 2003004072 A	Air brake apparatus for rapid transit railway vehicles, has ramps of predetermined	20030108
JP 2002145079 A	shape formed in pillars, such that slope inclines with respect to wind flow direction	20020522
JP 2002145079 A	SHOCK ABSORBING TYPE STEERING DEVICE	20020522
JP 2002109869 A	SHOCK ABSORBING TYPE STEERING DEVICE	20020412
	PRECISION EQUIPMENT	
	SHOCK BUFFERING METHOD FOR PRECISION EQUIPMENT AND	
JP 2002109869 A	SHOCK BUFFERING METHOD FOR PRECISION EQUIPMENT AND	20020412
JP 2002105930 A	PRECISION EQUIPMENT	20020410
JP 2002105930 A	PASSING TYPE DAM UNIT AND DAM	20020410
JP 2002048178 A	PASSING TYPE DAM UNIT AND DAM	20020215
JP 2002048178 A	IMPACT ABSORPTION MATERIAL	20020215
	IMPACT ABSORPTION MATERIAL	
JP 2002014001 A	TESTING METHOD FOR OFFSET HEAD-ON COLLISION OF TESTING	20020118
JP 2002014001 A	VEHICLE, AND SKATER USED FOR THE METHOD	20020118
	TESTING METHOD FOR OFFSET HEAD-ON COLLISION OF TESTING	
JP 2001278180 A	VEHICLE, AND SKATER USED FOR THE METHOD	20011010
	SAFETY STRUCTURE FOR MOTOR BOAT BOW	

Patent Number	Title	Date
JP 2001238430 A	PRIME MOVER WHOSE ROTARY SHAFT CONNECTED TO ROTOR IS TURNED INTEGRALLY WITH ROTOR TURNED BY USING ELECTROSTATIC FORCE	20010831
JP 2001063495 A	BUMPER DEVICE FOR VEHICLE	20010313
JP 2000254533 A	VERTICAL IMPACT CRUSHER	20000919
JP 2000212999 A	UPPER TURNING BODY FOR CONSTRUCTION MACHINE	20000802
JP 2000128073 A	AUTOMATIC COLLISION PREVENTION ASSIST DEVICE	20000509
JP 200034917 A	SILENCER	20000202
JP 10338997 A	DECORATIVE RIDGE ON INSIDE AND OUTSIDE OF TRANSVERSE WALL	19981222
JP 10178754 A	ROTARY ELECTRIC MACHINE	19980630
JP 10148887 A	WATER SCREEN FORMING DEVICE FOR PROJECTION SCREEN	19980602
JP 10137645 A	METHOD AND APPARATUS FOR FORMING WATER FILM	19980526
JP 09268611 A	ASSEMBLED WATER TANK	19971014
JP 09099865 A	Vehicle for inclined uneven ground suitably used in e.g. agriculture, forestry - includes parallel linkages which respectively couple leg upper base table of each leg apparatus to vehicle body, to change position of oil hydraulic cylinders which stabilise position of vehicle body	19970930
JP 09254832 A	PROTECTOR STRUCTURE FOR BUMPER SIDE	19970902
JP 09226487 A	OBSTRUCTING DEVICE FOR PACHINKO MACHINE	19970610
JP 09149963 A	BODY STRUCTURE FOR AUTOMOBILE	19970415
JP 08217180 A	Stainless counter packing structure - has corrugated cardboard paper made pad in triangular form by bending sixth side extending from fifth side and overlapped on third side, which is kept inbetween corner part of counter and card board box	19960827
JP 08181535 A	RADIO WAVE REFLECTING BODY AND VEHICLE PROVIDED WITH SAME	19960712
JP 08138667 A	LEAD POWDER FOR ACTIVE MATERIAL OF LEAD-ACID BATTERY AND MANUFACTURE THEREOF AND LEAD INGOT FOR MANUFACTURING LEAD POWDER FOR ACTIVE MATERIAL OF LEAD-ACID BATTERY	19960531
JP 08011601 A	SEAT TURNING DEVICE	19960116
JP 07285401 A	Extending vehicle bumper - has opening and shutting mechanism which can fold out and store the buffering bars, bars form triangular barrier when in extended state	19951031
JP 07275514 A	SLIDING BLOCK PUZZLE	19951024
JP 07165110 A	MEMBER STRUCTURE FOR BODY	19950627
JP 06278486 A	DIFFERENTIAL GEAR MOUNT STRUCTURE OF VEHICLE	19941004
JP 06127434 A	FRONT BODY CONSTRUCTION AND LIGHT UNIT CONSTRUCTION FOR AUTOMOBILE	19940510
JP 05321539 A	DOUBLE OPENING DOOR	19931207
JP 05188842 A	CLEANING DEVICE	19930730

Number	Title	Date
JP 04117997 A	WASHING MACHINE	19920417
JP 04054350 A	LOW NOISE CHAIN AND TRANSMITTER	19920221
JP 03224889 A	MARINE VESSEL HAVING TWO-STAGE FRONT DECK	19911003
JP 02109766 A	LEG OF WATER-SURFACE GLIDING BOAT	19900423
JP 02099471 A	REAR CAR BODY STRUCTURE FOR VEHICLE	19900411
JP 02084919 A	SUCKING NOZZLE FOR ELECTRIC CLEANER	19900326
JP 01130098 A	MIXED FLOW FAN	19890523
FR 2703175 A	Six-axis movement simulator - has three retractable arms with driving and driven shafts, linked to base and working platforms	19940930
EP 611005 A	Supplementary taillight for automobile - has two-colour pilot light interconnected with electronic control unit which picks up signals form sensors and acts in terms of operating conditions of vehicle to connect-disconnect amber light	19940817
EP 544634 A1	Self restoring pole.	19930602
EP 544634 A	Road marker post with recovery capability - has hollow isosceles triangular section with short side slightly folded inward and is extruded in impact resistant polypropylene plastics	19930602
EP 221643 A	Vision navigation system for free-roaming mobile robot - generates navigation commands by finding present robot location and transmitting new coordinates via beacons	19870513
EP 1106443 A	Automobile structure with improved collision behavior comprises cant rail comprising two side members connected by cradle and suspension triangles fixed to cradle between upper and lower shells in front and rear fixing points	20031016
EP 1256510 A	Impact absorbing member and head protective member	20021115
EP 1106443 A2	Impact absorbing member and head protective member has plate-like impact absorbing member and recesses formed in at least one surface of it and shaped to have sectional area decreasing toward deepest point	20010613
DE 4030921 A	Modular construction for vehicle ends - has reinforcing frame with triangular panels and crush sections	19910411
DE 3807300 C	Warning or emergency road sign - has folding stand and is lit via cable from car battery	19890706
DE 3620599 A1	Triangular brake-light system	19871223
DE 3610264 A1	Warning triangle with flasher system	19871008
DE 3544248 C	Protective air-cushion for vehicle - with front and rear panels of rectangular or trapezoidal shape joined by side gussets	19870129
DE 3516863 C	Boom for construction site tower crane - has forward boom selection hinged to main section by rope and controlled via adjuster rope	19861120
DE 3501894 A1	Illuminated warning triangle	19860724

Patent	Title	Date	Classification
DE 20018780 U	Warning strips for place where wild deer cross road comprise at least two plastics strips joined to each other by welding seams, at least one strip being retro-reflective	20010301	
CH 552102 A	Hollow polyethylene street marking posts - having cross section in form of isosceles triangle with rounded corners	19740731	
BE 844913 A	Container batch handling machine - with each preceding batch on conveyor slowed to reduce noise	19761130	

Results of search set L2:

Patent	Title	Date	Classification
US 6707443 B2	Haptic trackball device	20040316	345/156
US 6705871 B1	Method and apparatus for providing an interface mechanism for a computer simulation	20040316	434/262
US 6704694 B1	Ray based interaction system	20040309	703/4
US 6704001 B1	Force feedback device including actuator with moving magnet	20040309	345/161
US 6697044 B2	Haptic feedback device with button forces	20040224	345/156
US 6671651 B2	3-D selection and manipulation with a multiple dimension haptic interface	20031230	702/152
US 6650338 B1	Haptic interaction with video and image data	20031118	345/619
US 6552722 B1	Systems and methods for sculpting virtual objects in a haptic virtual reality environment	20030422	345/419
US 6529183 B1	Manual interface combining continuous and discrete capabilities	20030304	345/156
US 6469692 B2	Interface device with tactile feedback button	20021022	345/161
US 6433775 B1	Virtual force feedback interface	20020813	345/157
US 6421048 B1	Systems and methods for interacting with virtual objects in a haptic virtual reality environment	20020716	345/419
US 6411276 B1	Hybrid control of haptic feedback for host computer and interface device	20020625	345/156
US 6396232 B2	Haptic pointing devices	20020528	318/568.11
US 6366272 B1	Providing interactions between simulated objects using force feedback	20020402	345/156
US 6353850 B1	Force feedback provided in web pages	20020305	709/203
US 6354427 B1	Low cost force feedback device with actuator for non-primary axis	20020305	345/156
US 6348911 B1	Force feedback device including safety switch and force magnitude ramping	20020219	345/161
US 6343349 B1	Memory caching for force feedback effects	20020129	711/154
US 6342880 B1	Force feedback system including multiple force processors	20020129	345/161
US 6376678 B1	Force feedback computer input and output device with coordinated haptic elements	20020108	345/156
US 6300936 B1	Force feedback system including multi-tasking graphical host environment and interface device	20011009	345/156
US 6292174 B1	Enhanced cursor control using limited-workspace force feedback devices	20010918	345/163

US 6288705 B1	Interface device and method for providing indexed cursor control with force feedback	20010911	345/163
US 6278439 B1	Method and apparatus for shaping force signals for a force feedback device	20010821	345/157
US 6252583 B1	Memory and force output management for a force feedback system	20010626	345/156
US 6243078 B1	Pointing device with forced feedback button	20010605	345/161
US 6191796 B1	Method and apparatus for generating and interfacing with rigid and deformable surfaces in a haptic virtual reality environment	20010220	345/581
US 6184868 B1	Haptic feedback control devices	20010206	345/161
US 6161126 A	Implementing force feedback over the World Wide Web and other computer networks	20001212	709/203
US 6125385 A	Force feedback implementation in web pages	20000926	709/203
US 6125337 A	Probe apparatus and method for tracking the position and orientation of a stylus and controlling a cursor	20000926	702/153
US 6088020 A	Haptic device	20000711	345/156
US 6088019 A	Low cost force feedback device with actuator for non-primary axis	20000711	345/156
US 6078308 A	Graphical click surfaces for force feedback applications to provide user selection using cursor interaction with a trigger position within a boundary of a graphical object	20000620	345/856
US 5973678 A	Method and system for manipulating a three-dimensional object utilizing a force feedback interface	19991026	345/184
US 5872438 A	Whole-body kinesthetic display	19990216	318/568.11

6

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1 An interactive tool for placing curved surfaces without interpenetration   **97%**
John M. Snyder
Proceedings of the 22nd annual conference on Computer graphics and interactive techniques September 1995

2 Raising roofs, crashing cycles, and playing pool: applications of a data structure **92%**
for finding pairwise interactions
David Eppstein , Jeff Erickson
Proceedings of the fourteenth annual symposium on Computational geometry June 1998

3 Shortest paths among obstacles in the plane   **92%**
Joseph S. B. Mitchell
Proceedings of the ninth annual symposium on Computational geometry July 1993
   We give a subquadratic (O(n5/3+&egr;) time and space) algorithm for computing Euclidean shortest paths in the plane in the presence of polygonal obstacles; previous time bounds were at least quadratic in n, in the worst-case. The method avoids use of visibility graphs, relying instead on the continuous Dijkstra paradigm. The output is a shortest path map (of size O(n)) with respect to a given source point, which allows ...

4 Session 2: environments: Incorporating dynamic real objects into immersive   **91%**
virtual environments
Benjamin Lok , Samir Naik , Mary Whitton , Frederick P. Brooks
Proceedings of the 2003 symposium on Interactive 3D graphics April 2003
   We present algorithms that enable virtual objects to interact with and respond to virtual representations, *avatars*, of real objects. These techniques allow dynamic real objects, such as the user, tools, and parts, to be visually and physically incorporated into the virtual environment (VE). The system uses image-based object reconstruction and a volume query mechanism to detect collisions and to determine plausible collision responses between virtual objects and the avatars. This allows o ...

5 Applications: Collision detection and tissue modeling in a VR-simulator for eye   **89%**
surgery
Clemens Wagner , Markus A. Schill , Reinhard Männer

Proceedings of the workshop on Virtual environments 2002 May 2002
> This paper gives a survey of techniques for tissue interaction and discusses their application in the context of the intra-ocular training system EyeSi. As key interaction techniques collision detection and soft tissue modeling are identified. For collision detection in EyeSi, an enhanced image-based approach for collisions between deformable surfaces and rigid objects is presented. By exploiting the computing power of graphics processing units, it achieves higher performance than existing geome ...

6 Papers: managing user interaction: Clothing manipulation   88%
Takeo Igarashi , John F. Hughes
Proceedings of the 15th annual ACM symposium on User interface software and technology October 2002
> This paper presents interaction techniques (and the underlying implementations) for putting clothes on a 3D character and manipulating them. The user paints freeform marks on the clothes and corresponding marks on the 3D character; the system then puts the clothes around the body so that corresponding marks match. Internally, the system *grows* the clothes on the body surface around the marks while maintaining basic cloth constraints via simple relaxation steps. The entire computation takes ...

7 Untangling cloth   85%
David Baraff , Andrew Witkin , Michael Kass
ACM Transactions on Graphics (TOG) July 2003
Volume 22 Issue 3
> Deficient cloth-to-cloth collision response is the most serious shortcoming of most cloth simulation systems. Past approaches to cloth-cloth collision have used history to decide whether nearby cloth regions have interpenetrated. The biggest pitfall of history-based methods is that an error anywhere along the way can give rise to persistent tangles. This is a particularly serious issue for production character animation, because characters' bodies routinely self-intersect, for instance in the be ...

8 Separation-sensitive collision detection for convex objects   85%
Jeff Erickson , Leonidas J. Guibas , Jorge Stolfi , Li Zhang
Proceedings of the tenth annual ACM-SIAM symposium on Discrete algorithms January 1999

9 Online model reconstruction for interactive virtual environments   84%
Benjamin Lok
Proceedings of the 2001 symposium on Interactive 3D graphics March 2001

10 Versatile and efficient techniques for simulating cloth and other deformable   84%
objects
Pascal Volino , Martin Courchesne , Nadia Magnenat Thalmann
Proceedings of the 22nd annual conference on Computer graphics and interactive techniques September 1995

11 An end-to-end approach to host mobility   83%
Alex C. Snoeren , Hari Balakrishnan
Proceedings of the 6th annual international conference on Mobile computing and networking August 2000
> We present the design and implementation of an end-to-end architecture for Internet host mobility using dynamic updates to the Domain Name System (DNS) to track host location. Existing TCP connections are retained using secure and efficient connection migration, enabling established connections to seamlessly negotiate a change in endpoint IP addresses without the need for a third party. Our architecture is secure—name updates are effected via the secure DNS update protocol, while TCP ...

12 Location information: Range-free localization schemes for large scale sensor   82%
networks
Tian He , Chengdu Huang , Brian M. Blum , John A. Stankovic , Tarek Abdelzaher
Proceedings of the 9th annual international conference on Mobile computing and networking September 2003
> Wireless Sensor Networks have been proposed for a multitude of location-dependent applications. For such systems, the cost and limitations of the hardware on sensing nodes prevent the use of range-based localization schemes that depend on absolute point-to-point distance estimates. Because coarse accuracy is sufficient for most sensor network applications, solutions in range-free localization are being pursued as a cost-effective alternative to more expensive range-based approaches. In this pape ...

13 Modeling and animating hands & bodies: Construction and animation of   82%
anatomically based human hand models
Irene Albrecht , Jörg Haber , Hans-Peter Seidel
Proceedings of the 2003 ACM SIGGRAPH/Eurographics Symposium on Computer Animation July 2003
> The human hand is a masterpiece of mechanical complexity, able to perform fine motor manipulations and powerful work alike. Designing an animatable human hand model that features the abilities of the archetype created by Nature requires a great deal of anatomical detail to be modeled. In this paper, we present a human hand model with underlying anatomical structure. Animation of the hand model is controlled by muscle contraction values. We employ a physically based hybrid muscle model to convert ...

14 Production and playback of human figure motion for visual simulation   82%
John P. Granieri , Jonathan Crabtree , Norman I. Badler
ACM Transactions on Modeling and Computer Simulation (TOMACS) July 1995
Volume 5 Issue 3
> We describe a system for off-line production and real-time playback of motion for articulated human figures in 3D virtual environments. The key notion are (1) the logical storage of full-body motion in posture graphs, which provides a simple motion access method for playback, and (2) mapping the motions of high DOF figures to lower DOF figures using slaving to provide human models at several levels of detail, both in geometry and articulation, for later playback. We present our system in th ...

15 Sensation preserving simplification for haptic rendering   82%
Miguel A. Otaduy , Ming C. Lin
ACM Transactions on Graphics (TOG) July 2003
Volume 22 Issue 3
> We introduce a novel "sensation preserving" simplification algorithm for faster collision queries between two polyhedral objects in haptic rendering. Given a polyhedral model, we construct a multiresolution hierarchy using " filtered edge collapse", subject to constraints imposed by collision detection. The resulting hierarchy is then used to compute fast contact response for haptic display. The computation model is inspired by human tactual perception of contact information. We have successfull ...

16 Hierarchical face clustering on polygonal surfaces   82%
Michael Garland , Andrew Willmott , Paul S. Heckbert
Proceedings of the 2001 symposium on Interactive 3D graphics March 2001

17 The digital Michelangelo project: 3D scanning of large statues   82%
Marc Levoy , Kari Pulli , Brian Curless , Szymon Rusinkiewicz , David Koller , Lucas Pereira , Matt Ginzton , Sean Anderson , James Davis , Jeremy Ginsberg , Jonathan Shade , Duane Fulk
Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000
> We describe a hardware and software system for digitizing the shape and color of large fragile objects under non-laboratory conditions. Our system employs laser triangulation rangefinders, laser time-of-flight rangefinders, digital still cameras, and a suite of software for acquiring, aligning, merging, and viewing scanned data. As a demonstration of this system, we digitized 10 statues by Michelangelo, including the well-known figure of David, two building interiors,

and all 1,163 extant f ...

18 Speculation techniques for improving load related instruction scheduling   82%
Adi Yoaz , Mattan Erez , Ronny Ronen , Stephan Jourdan
ACM SIGARCH Computer Architecture News , Proceedings of the 26th annual international symposium on Computer architecture May 1999
Volume 27 Issue 2
> State of the art microprocessors achieve high performance by executing multiple instructions per cycle. In an out-of-order engine, the instruction scheduler is responsible for dispatching instructions to execution units based on dependencies, latencies, and resource availability. Most existing instruction schedulers are doing a less than optimal job of scheduling memory accesses and instructions dependent on them, for the following reasons:• Memory dependencies cannot be resolved prior ...

19 Macro-calibration in sensor/actuator networks   80%
Kamin Whitehouse , David Culler
Mobile Networks and Applications August 2003
Volume 8 Issue 4
> We describe an ad-hoc localization system for sensor networks and explain why traditional calibration methods are inadequate for this system. Building upon previous work, we frame calibration as a parameter estimation problem; we parameterize each device and choose the values of those parameters that optimize the overall system performance. This method reduces our average error from 74.6% without calibration to 10.1%. We propose ways to expand this technique to a method of autocalibration for lo ...

20 Cloth & deformable bodies: Estimating cloth simulation parameters from video   80%
Kiran S. Bhat , Christopher D. Twigg , Jessica K. Hodgins , Pradeep K. Khosla , Zoran Popović , Steven M. Seitz
Proceedings of the 2003 ACM SIGGRAPH/Eurographics Symposium on Computer Animation July 2003
> Cloth simulations are notoriously difficult to tune due to the many parameters that must be adjusted to achieve the look of a particular fabric. In this paper, we present an algorithm for estimating the parameters of a cloth simulation from video data of real fabric. A perceptually motivated metric based on matching between folds is used to compare video of real cloth with simulation. This metric compares two video sequences of cloth and returns a number that measures the differences in their fo ...

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documents... **Order: relevance to query.**

<u>Towards 3-D model-based tracking and recognition of human.. - Gavrila, Davis (1995)</u> <u>(Correct)</u>
events such as (self) occlusion and (self) **collision**. Once 3D **tracking** is successfully completed,
Zurich, 1995. Towards 3D modelbased **tracking** and recognition of human movement: a multiview
www.umiacs.umd.edu/users/gavrila/iwafgr.ps.Z

<u>Topic Detection and Tracking Pilot Study - Allan, Carbonell, Doddington.. (1998)</u> <u>(Correct)</u> <u>(1 citation)</u>
Topic Detection and **Tracking** Pilot Study Final Report James Allan \Lambda ,
www.cs.cmu.edu/~yiming/papers.yy/tdt1-final-report.ps

<u>The System Of Two Spinning Disks In The Torus. - Wojtkowski (1993)</u> <u>(Correct)</u>
that, in contrast to the case of elastic **collisions**, this system may have periodic orbits with all
mpej.unige.ch/mp_arc/c/94/94-88.ps.gz

<u>Tracking Complex Primitives in an Image Sequence - Bascle, Bouthemy, Deriche.. (1994)</u> <u>(Correct)</u>
<u>(11 citations)</u>
Tracking complex primitives in an image sequence
noodle.med.yale.edu/~meyer/icpr94.ps.gz

<u>Human Gait Classification Based on Hidden Markov Models - Meyer (1997)</u> <u>(Correct)</u>
tem for object recognition without segmentation to **track** body parts. From these trajectories pe riodic
www5.informatik.uni-erlangen.de/TeX/Literatur/ps-dir/1997/Meyer97:HGC.ps.gz

<u>The Graham Scan Triangulates Simple Polygons - Kong, Everett, Toussaint (1991)</u> <u>(Correct)</u> <u>(2 citations)</u>
when the algorithm terminates, the poly gon is a **triangle**. This implies that n3 ears have been cut. As
that the polygon at this stage, P'is not a **triangle**. We show that p i is not advanced to p 0 .By
2. else if p j is a convex vertex then 3. if **triangle** (PRED(p j)p j ,SUCC(p j)contains no vertex
www-cgrl.cs.mcgill.ca/~godfried/publications/tri.scan.ps.gz

<u>Kinetics of a Model Weakly Ionized Plasma in the.. - Carlen, Esposito, .. (1998)</u> <u>(Correct)</u> <u>(1 citation)</u>
containing a full nonlinear electronelectron **collision** term as well as linear terms representing
situations, that the kinetic description closely **tracks** the macroscopic description even when the
mpej.unige.ch/mp_arc/html/html/c/97/97-519.ps.gz

<u>Visual Tracking Using Closed-Worlds - Intille, Bobick (1995)</u> <u>(Correct)</u> <u>(11 citations)</u>
tracking difficulties listed in this section, the **collision** and occlusion problems are particularly
Abbreviated version appears in ICCV '95. Visual **Tracking** Using ClosedWorlds Stephen S. Intille and Aaron
www-white.media.mit.edu/vismod/publications/techdir/TR-294.ps.Z

<u>Dimensional Splitting With Front Tracking And Adaptive Grid.. - Lie Haugse (1996)</u> <u>(Correct)</u>
some point. Then we have what is called a shock **collision**. A shock **collision** defines a new Riemann
Dimensional Splitting With Front **Tracking** And Adaptive Grid Refinement K.A. Lie, V.
www.mi.uib.no/~kennethk/articles/art3.ps

<u>Integrating Qualitative and Quantitative Object.. - Dickinson, Metaxas</u> <u>(Correct)</u>
Object Representations in the Recovery and **Tracking** of 3D Shape \Lambda Sven J. Dickinson
www.cs.rutgers.edu/pub/technical-reports/lcsr-tr-281.ps.Z

A Parallel Approach to Tracking Edge Segments in Dynamic Scenes - Mirmehdi, Ellis (1991) (Correct)
(4 citations)
A Parallel Approach to **Tracking** Edge Segments in Dynamic Scenes M. Mirmehdi y
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